

(19) World Intellectual Property  
Organization  
International Bureau



(43) International Publication Date  
3 February 2005 (03.02.2005)

PCT

(10) International Publication Number  
**WO 2005/010827 A1**

(51) International Patent Classification<sup>7</sup>: **G06T 15/60**

(21) International Application Number:  
PCT/SG2004/000230

(22) International Filing Date: 30 July 2004 (30.07.2004)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:  
60/491,368 31 July 2003 (31.07.2003) US  
60/581,978 21 June 2004 (21.06.2004) US

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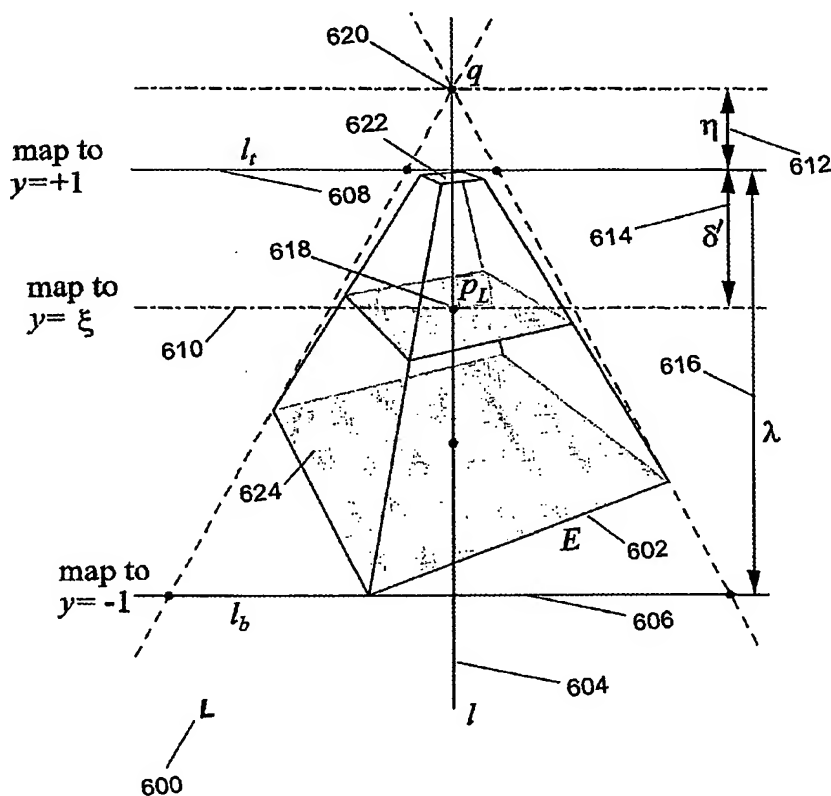
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(81) Designated States (unless otherwise indicated, for every  
kind of national protection available): AE, AG, AL, AM,  
AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN,  
CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI,  
GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE,  
KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD,  
MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG,  
PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM,  
TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM,  
ZW.

(84) Designated States (unless otherwise indicated, for every  
kind of regional protection available): ARIPO (BW, GH,

[Continued on next page]

(54) Title: TRAPEZOIDAL SHADOW MAPS



(57) Abstract: A method of real-time shadow generation in computer graphical representation of a scene, the method comprising defining an eye's frustum based on a desired view of the scene; defining a location of a light source illuminating at least a portion of the scene; generating a trapezoid to approximate an area,  $E$ , within the eye's frustum in the post-perspective space of the light,  $L$ ; applying a trapezoidal transformation to objects within the trapezoid into a trapezoidal space for computing a shadow map; and determining whether an object or part thereof is in shadow in the desired view of the scene utilising the computed shadow map.



GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

**Published:**

— with international search report

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